

BRVURA™

WALTER SIMONSON



MALIBU

1

\$2.50  
\$3.30  
CANADA

STAR SLAMMERS

SUGGESTED FOR  
MATURE READERS

# Star Slammers





# **BRAVURA™**

# Star Slammers

**Created, Written and  
Illustrated by  
WALTER  
SIMONSON**

**Lettering: John Workman  
Interior Coloring: Electric Prism w/  
Nanette Malher & Catie Jellinghaus  
Color Separations: Electric Prism  
Cover Art: Walter Simonson  
Cover Coloring: Richard Ory  
Line Editor: Dan Danko  
Associate Editor: Kara Lamb**

**Legal Services: Harris M. Miller II**

**STAR SLAMMERS #1 • May 1994**

For mature readers. Published by: Malibu Comics Entertainment, Inc., 26707 West Agoura Rd., Calabasas, CA 91302. Phone (818)-878-7400. \$2.50/\$3.30 in Canada. Any similarity to persons living or dead is purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be duplicated without the prior written consent of Walter Simonson. The stories, characters, and incidents mentioned in this publication are entirely fictional. STAR SLAMMERS™ is trademark and copyright © 1994 Walter Simonson. All Rights Reserved. BRAVURA™ and the Bravura logo are trademarks of Malibu Comics Entertainment, Inc. MALIBU COMICS® is a registered trademark of Malibu Comics Entertainment, Inc. Contents © Walter Simonson unless otherwise indicated.  
**PRINTED IN THE UNITED STATES OF AMERICA.**





For in that  
sleep of death  
what dreams  
may come...

*Wm. Shakespeare*

IT WASN'T  
THE SLEEP  
OF DEATH...

...BUT IT WAS  
AS NEAR AS  
DAMMIT.

EVEN THE  
SUBLEVELS OF  
CONSCIOUSNESS  
WERE SHUT  
DOWN.

STILL, THE  
DREAMS WERE  
DANCING.

NOBODY SHUTS  
DOWN THE  
DREAMS.





# the minoan AGENDAS

chapter one:

## THE PRISONER

THE UPROAR OF THE LOADOUT WAS DEAFENING.

AS ALWAYS, THERE WERE PLENTY OF RUMORS...

CRASH!  
CLANG!

THIRINGG!  
THIRINGG!

BANG!

BOOM!

...AND FEW FACTS.

I HEAR WE'RE TACKLING THE CARCOSANS.

NO KIDDING. THEY'VE GOT A COUPLE OF BATTALIONS OF CYBER-ARMORED SKIMMERS.

I DON'T BELIEVE IT.

THIS AIN'T NO FULL-SCALE LAUNCH. IT'S GOTTA BE A BRUSH FIRE SOMEWHERE THEY WANT US TO PUT OUT.

I SAW 'EM LOADIN' A COUPLE DOZEN DROPSHIPS. PROBABLY QUICK IN, QUICK OUT.

WHAT DO YOU THINK, COMMANDER ROJAS?

I'VE BEEN WRONG TOO MANY TIMES TO WORRY ABOUT IT ANY MORE, SHELLY.

I JUST CHECK MY WEAPONS AND KEEP MY THOUGHTS TO MYSELF.

STRAP IN. WE'RE GETTING READY TO HOP.





SEVERAL  
HYPERJUMPS  
AND FIVE  
BRIEFINGS  
LATER...

"ENTERING  
EQUATORIAL  
ORBIT."

"SHIELDS TO  
FULL POWER."

"ELIMINATING  
DEFENSIVE  
SATELLITES!"

"T-MINUS FIVE  
MINUTES TO  
LAUNCH!"

"FUEL TANKS  
TOPPED OFF!"

"BOARD IS  
GREEN!"

"DROP TROOPS  
TO READY  
STATIONS!"

"DID YOU  
CATCH THOSE  
SATELLITES?"

"THEY WERE  
ANCIENT  
G-2'S! MAN,  
THIS PLACE  
REALLY IS IN THE  
MIDDLE OF  
NOWHERE!"

THUMM!  
THUMM!

"ORDNANCE  
LOADING  
COMPLETE!"

"ESCORTS BEGIN  
LAUNCH SEQUENCE!"

"SHOULD BE DUCK  
SOUP!"

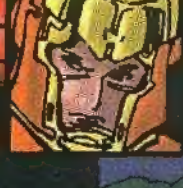
"T-MINUS ONE  
MINUTE!"

"KEEP YOUR  
HEAD DOWN,  
CHARLIE!"

"BOARD IS  
STILL GREEN!"

"TARGET CITY  
ACQUISITION!"

THUMM!  
THUMM!





"ESCORTS  
AWAY!"

"DROP-  
SHIPS  
LAUNCH!"

THRUHROOM!  
THRUHROOM!

"INITIATE  
SILVERMIND!"

"NO FLAK! WE  
CAUGHT 'EM  
COMPLETELY  
OFF GUARD!"

"JUMPTROOPS,  
GREEN LIGHT!  
GO!"

LET'S  
TAKE  
'EM!

ROCK  
AND  
ROLL!

FIGHTER  
COVER  
COMING  
IN!

BREAK  
LEFT!  
BREAK  
LEFT!

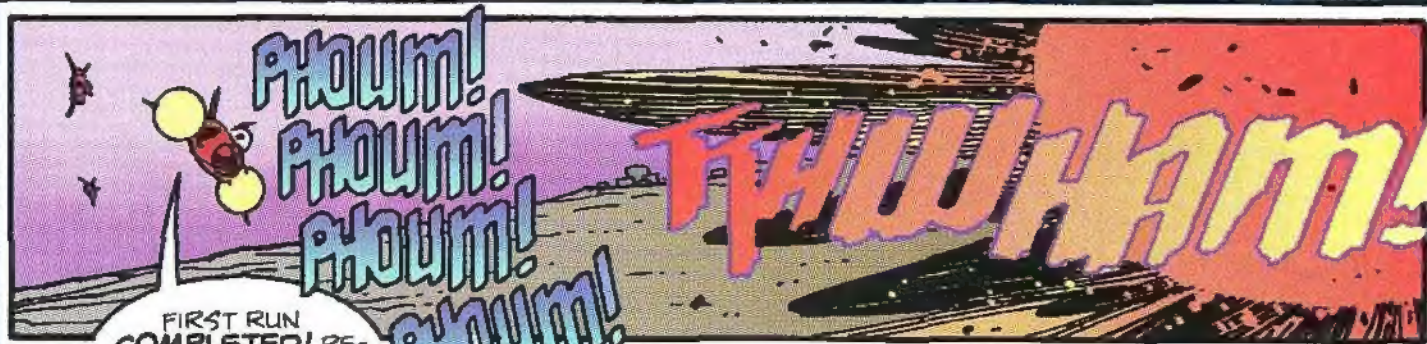
I DON'T  
GET IT!

THE  
LOCALS  
ARE JUST  
STANDING  
THERE!

WE'RE GONNA  
SLAUGHTER  
THEM AND THEY'RE  
NOT EVEN  
MOVING!







FIRST RUN  
COMPLETED! RE-  
TARGETING FOR  
RUN TWO! I'M  
MAKING...





SOMETHING'S  
WRONG! THE  
SILVERMIND'S  
BREAKING  
UP...

ROJAS! ONE  
OF OUR ESCORTS  
IS COMING IN  
HARD!

HE'S NOT  
GONNA  
MAKE IT!

...AND  
OUR SHIPS  
ARE FALLING  
OUT OF  
THE SKY!

CONCENTRATE ALL  
FIREPOWER ON THOSE  
STANDING LOCALS!  
HURRY!

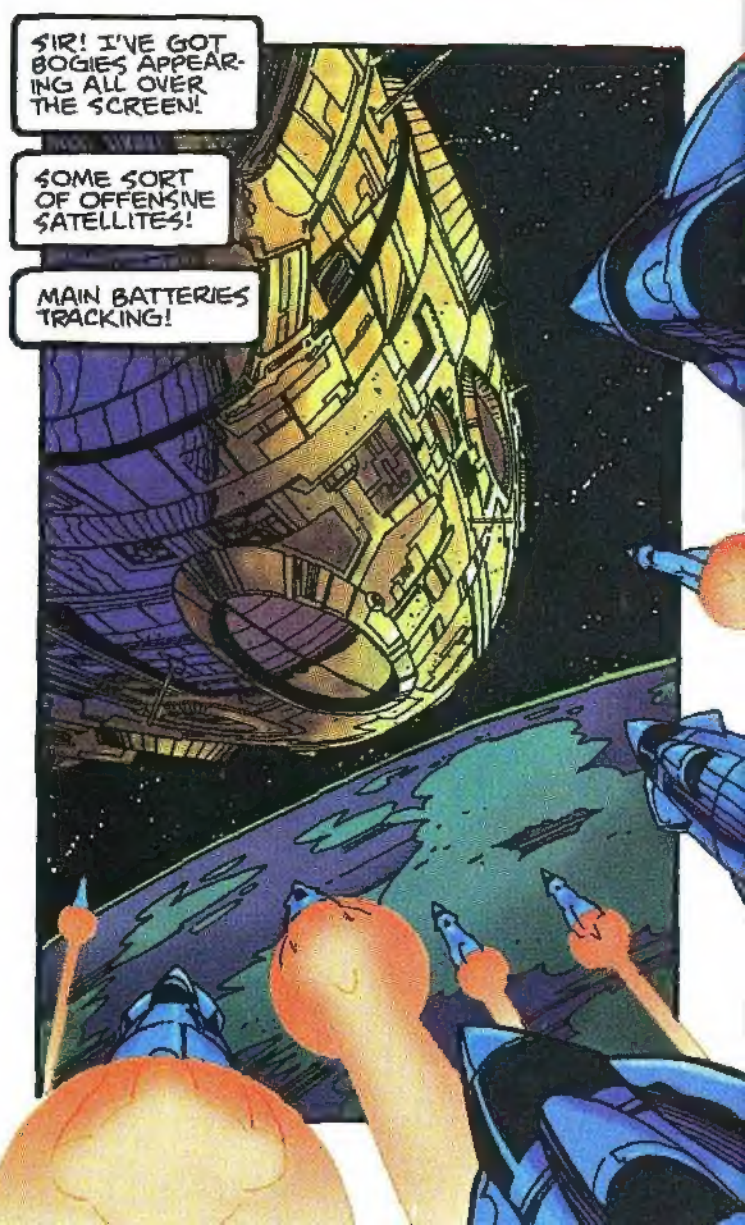
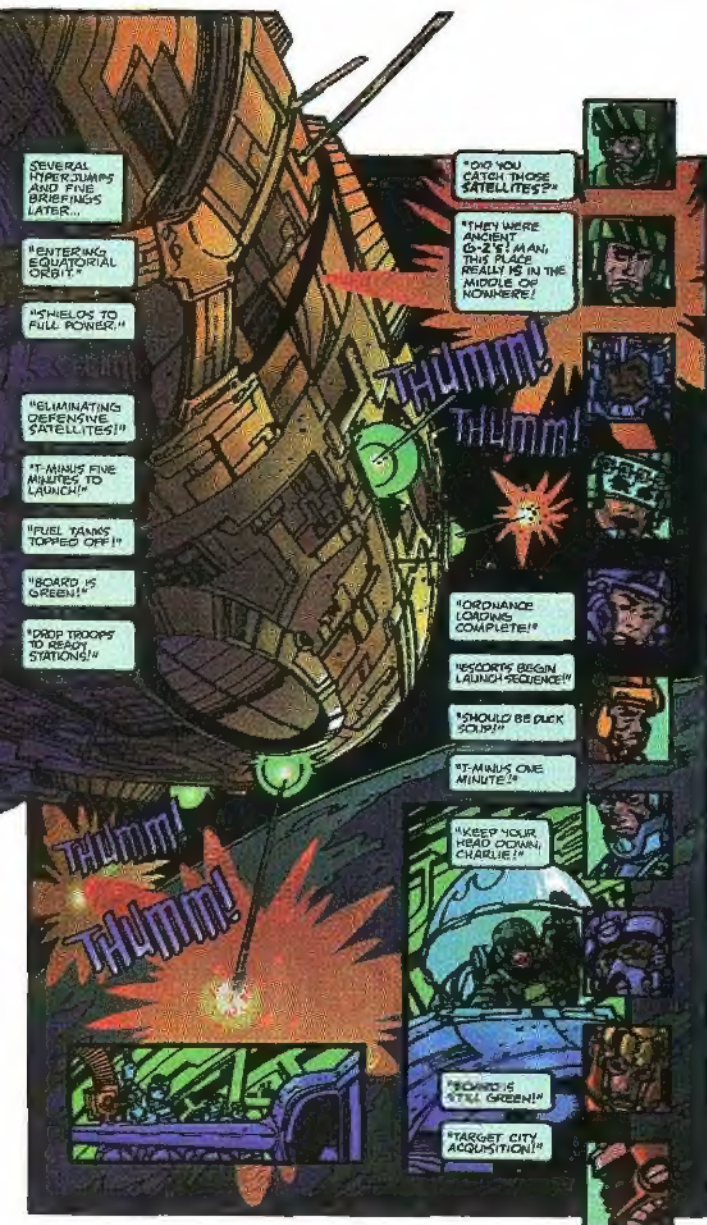
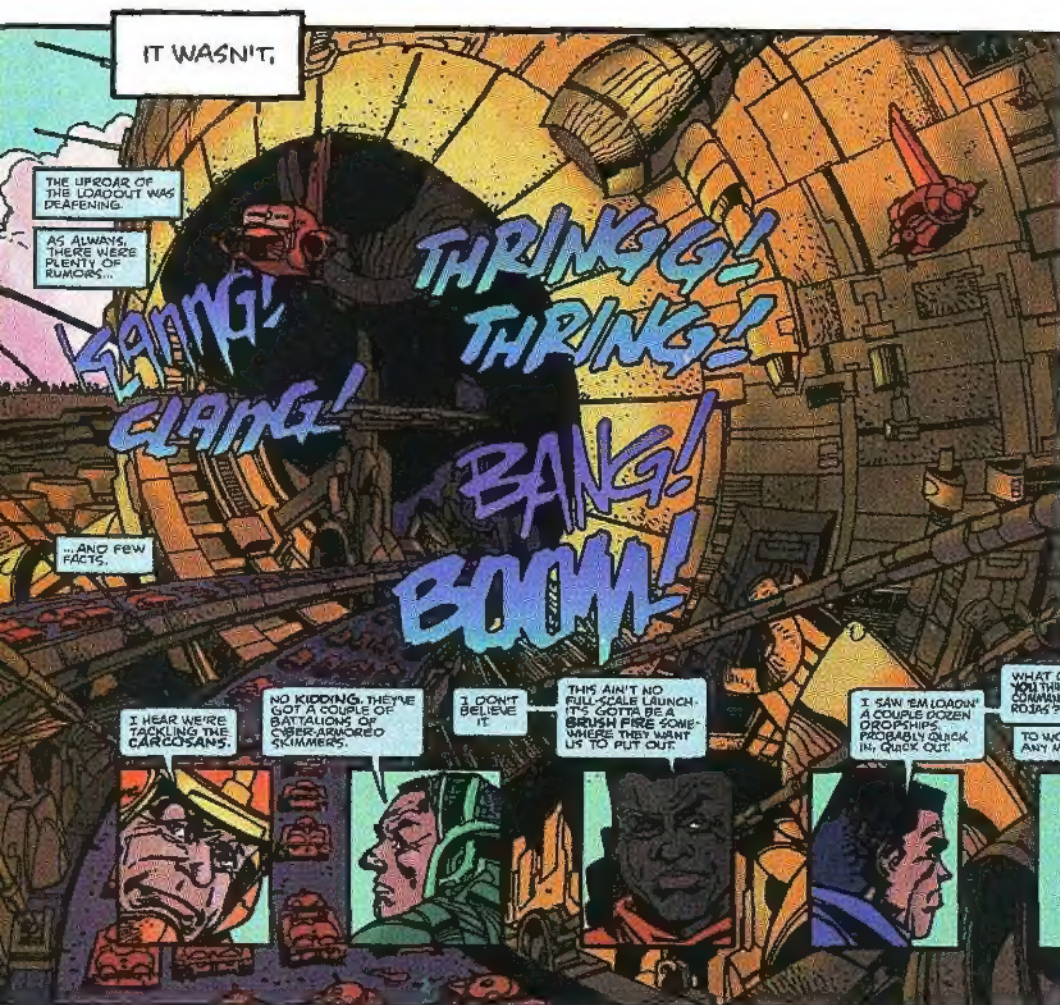
SHELLY,  
PULL 'EM  
BACK. NOW!

BLAST!

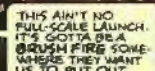
SCREEEEEEEN!  
KUUUUHHEEN!

THAT SHOULD  
HAVE BEEN  
THE END OF  
EVERYTHING.











"I HOPE THIS  
TRIP TAKES  
FOREVER!"

USUALLY, THE MEREDITH  
CARRIES VITAL SUPPLIES  
FROM THE INNER CYCLADS  
TO THE OUTER SPORADEES  
SYSTEMS OF THE CLUSTER

BUT THIS TIME, ALONG  
WITH HER USUAL CARGO  
OF HEAVY METALS,  
FINISHED INDUSTRIAL  
GOODS, AND MIGRANT  
WORKERS

WE INTERRUPT "THE STARS MY  
DESTINATION" TO BRING YOU  
A SPECIAL NETWORK HOLOGRAPH  
NEWS BRIEF

HERE IN THE GREATER MINOAN  
CO-PROSPERITY CLUSTER,  
EXCITEMENT IS RUNNING HIGH  
AS THE IMPERIAL CRUISER  
**MEREDITH** WENDS ITS WAY  
SLOWLY HOME AMONG THE  
STARS

"THE MEREDITH IS  
CARRYING SOMETHING  
INFINITELY MORE VALU-  
ABLE, A CARGO WITH-  
OUT PRECEDENT IN  
HISTORY.

A LIVE STAR  
SLAMMER!



YES, I SAID  
A LIVE STAR  
SLAMMER,  
ONE OF THE  
MOST DANGER-  
OUS KILLERS  
IN THE COSMIC  
BROTHERHOOD!

MYSTERIOUS WARRIORS  
FROM AN UNKNOWN  
PLANET, THE SLAMMERS  
HAVE BEEN THE SCOURGE  
OF THE KNOWN UNIVERSE  
FOR A MILLENNIUM!

A HARD-HITTING  
NEWS SPECIAL  
FROM NETWORK  
HOLYCAST OF  
RUMOR, INFLUENCE  
SPECULATION,  
AND GOSSIP  
ABOUT THE  
SLAMMERS WILL  
BE BROADCAST  
IMMEDIATELY  
FOLLOWING  
THIS ANNOUNCE-  
MENT

ANY MORE  
COFFEE?

DURING THE RECENT  
AND TOTALLY UNPRO-  
VOKED ATTACK BY  
THE STAR SLAMMERS.

...THAT DESTROYED  
THE LITTLE VILLAGE  
OF SKY ON THE  
AGRARIAN PLANET  
SCYROS IN THE  
SPORADEES...

A SLAMMER WAS  
CAPTURED ALIVE  
BY THE IMPERIAL AND  
RESOURCEFUL MILITARY  
FORCES OF OUR  
BELOVED EMPEROR  
PHAISTOS THE 24TH

BECAUSE  
OF THE  
SQUACK!

KEERIST!  
WHAT  
JUNK!

KICK  
IT!

SQUACK! THE  
SLAMMER IS BEING  
BROUGHT BACK TO  
THE IMPERIAL  
CAPITOL KNOSSOS.

WHERE A FAR AND  
IMPARTIAL TRIAL ON  
A VARIETY OF WAR  
CRIMES. CHARGES  
WILL DECIDE HIS  
FATE

CAN YOU  
SAY HIGH  
JUMP?

JERK.


LET'S HOPE  
TO GOD HOLO-  
CAST'S ONLY  
BROADCASTING  
LOCALLY.

IF THIS  
IS GOING OUT  
OVER SUBSPACE,  
THE SLAMMERS'LL  
BE BACK HERE  
FASTER'N LIGHT  
TO PULL THEIR  
GUY OUT, AND  
PROBABLY NAIL US.

MIGHT AS  
WELL BROADCAST  
OUR EXACT  
COORDINATES!

IN THIS  
JUNKER, WE  
COULDN'T OUTRUN  
A LUGOVIAN  
SLO-WORM!





AT THAT MOMENT,  
SOMEWHERE IN  
KNOSSOS IN A  
SECRET LOCATION...

I AM PLEASED  
TO REPORT  
THAT PHASES  
ONE AND TWO  
HAVE BEEN  
SUCCESSFULLY  
COMPLETED

OUR COVERT  
AGENTS ARE IN  
PLACE AND THE  
MEREDITH IS  
APPROACHING THE  
HALF WAY POINT  
ON ITS JOURNEY  
TO THE INNER  
SYSTEMS

COMPLETE TECHNICAL  
BLUEPRINTS OF THE  
SHIP HAVE BEEN  
OBTAINED AND  
PASSED ON TO OUR  
AGENTS IN THE FIELD

THE SHIP'S PROGRESS  
IS BEING CARE-  
FULLY MONITORED...

..AND WHEN THE TIME  
IS RIGHT, THE  
CAPTIVE SLAMMER  
WILL BE KILLED.

ALONG WITH  
HIS GUARDS

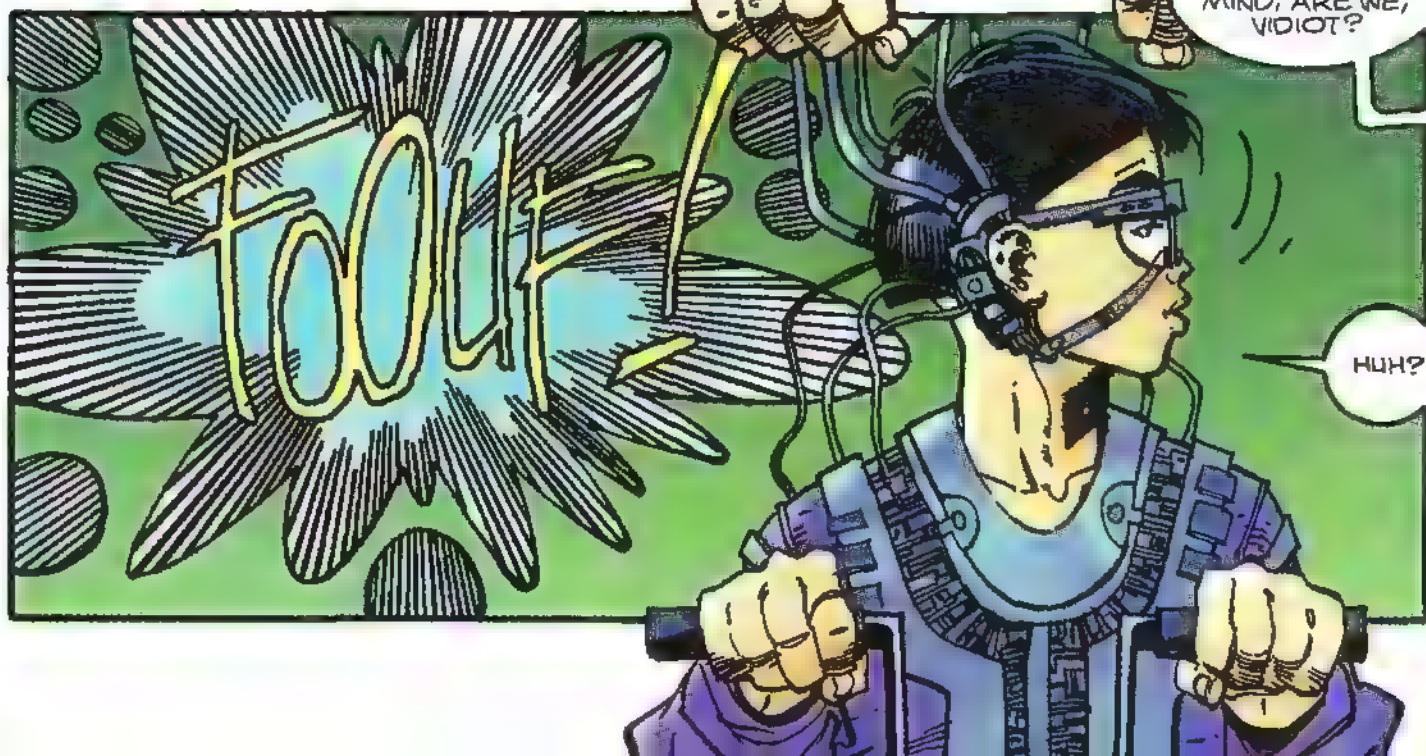
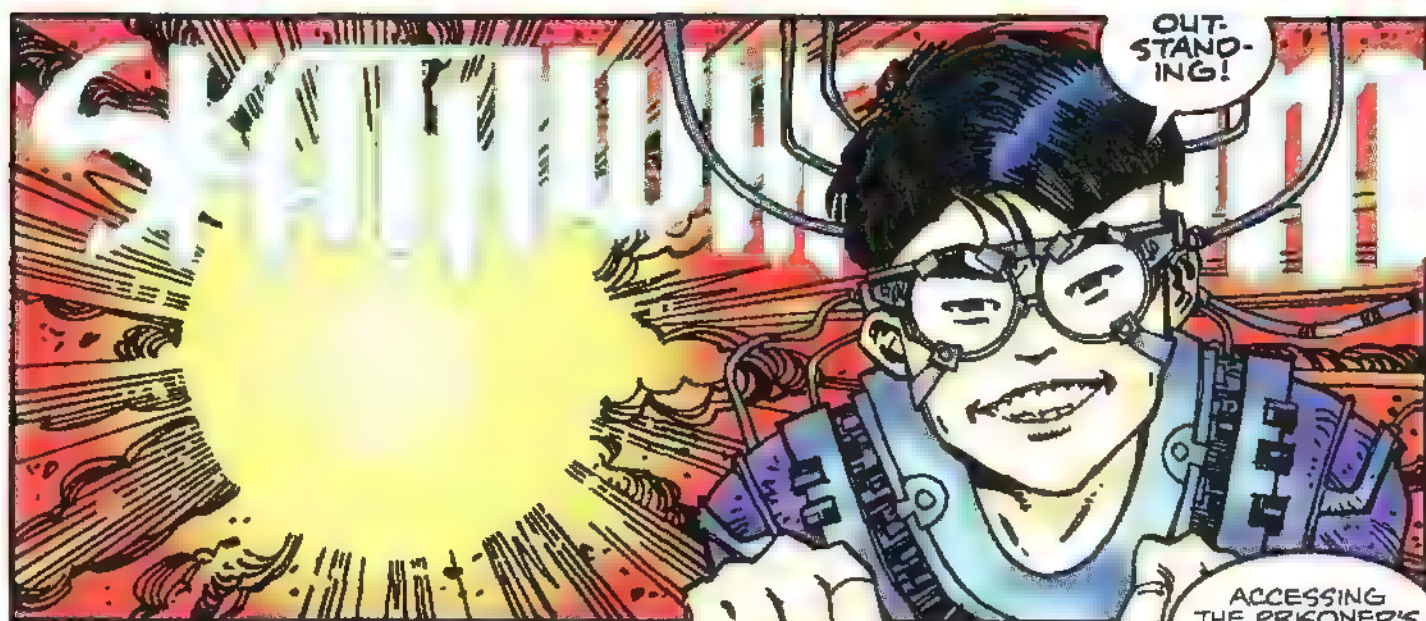
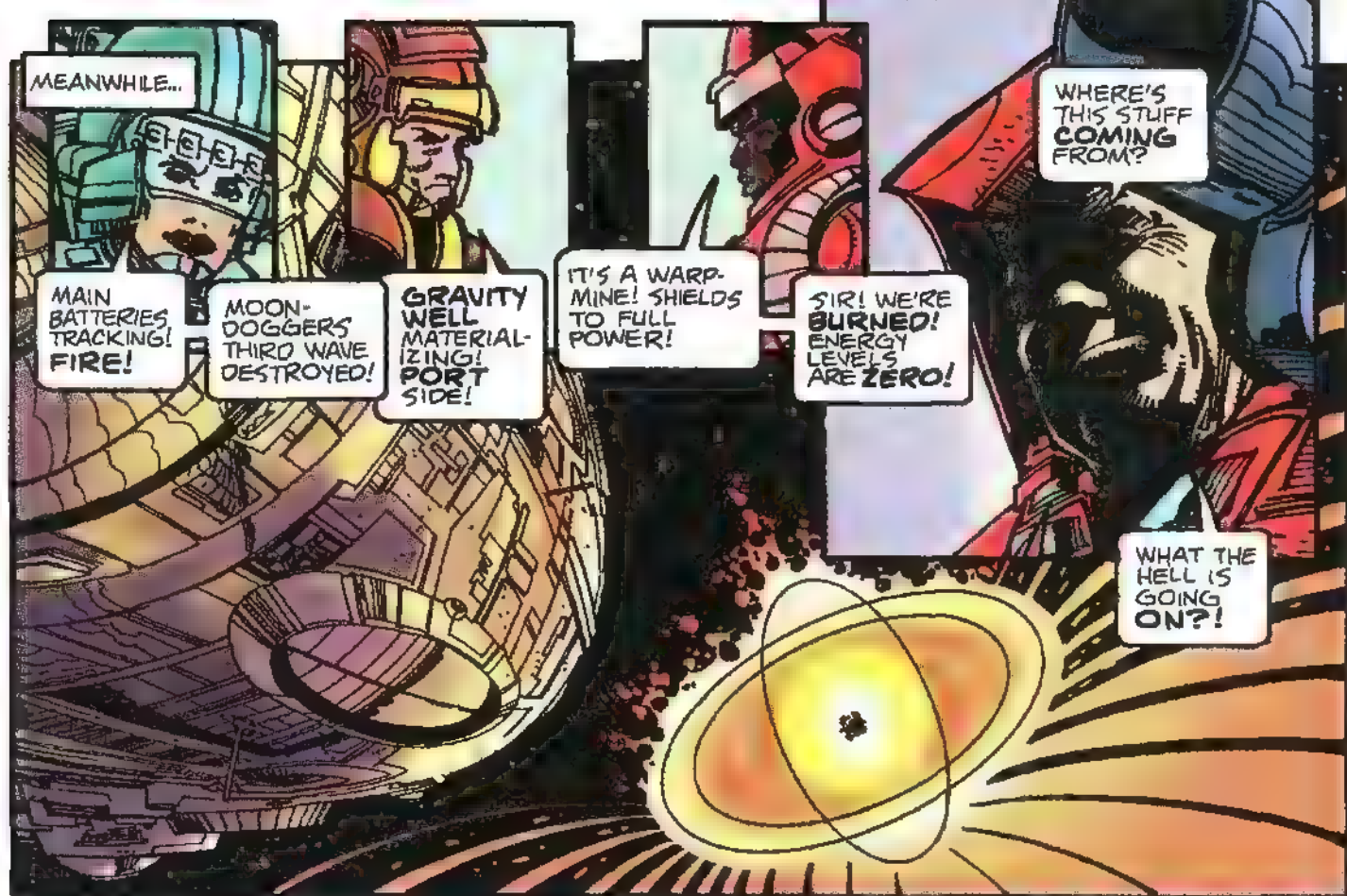
WE HAVE ALREADY  
OBTAINED THE  
COOPERATION OF  
CERTAIN BRANCHES  
OF THE NEWS MEDIA

IN THE CONFUSION THAT  
FOLLOWS THE SLAMMER'S  
DEATH, WE WILL BE ABLE  
NOT ONLY TO BREAK THE  
STORY BUT TO BROAD-  
CAST OUR OWN VIDS OF  
THE CATASTROPHE. GRAPHIC  
VIDS

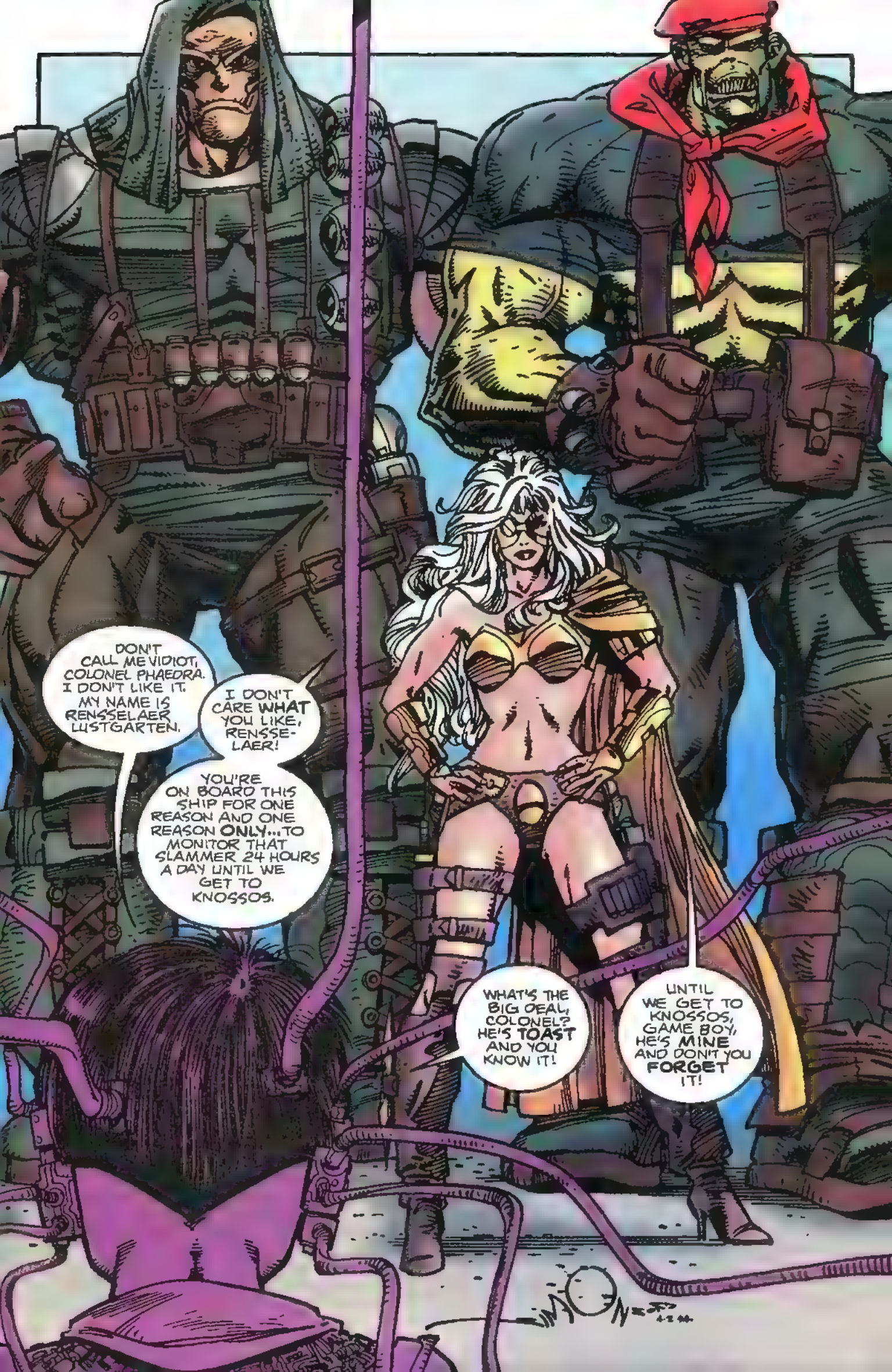
WE WILL DRIVE A WEDGE  
BETWEEN THE POPULAT ON  
AND THE EMPEROR THAT NO  
AMOUNT OF SOPHISTICATED  
MEDIA MANAGEMENT WILL  
BE ABLE TO OVERCOME.

AND IN THE END, THE  
EMPIRE WILL BE OURS!









DON'T  
CALL ME VIDIOT,  
COLONEL PHAEDRA.  
I DON'T LIKE IT.  
MY NAME IS  
RENSSELAER  
LUSTGARTEN.

I DON'T  
CARE WHAT  
YOU LIKE,  
RENSSE-  
LAER!

YOU'RE  
ON BOARD THIS  
SHIP FOR ONE  
REASON AND ONE  
REASON ONLY...TO  
MONITOR THAT  
SLAMMER 24 HOURS  
A DAY UNTIL WE  
GET TO  
KNOSSOS.

WHAT'S THE  
BIG DEAL,  
COLONEL?  
HE'S TOAST  
AND YOU  
KNOW IT!

UNTIL  
WE GET TO  
KNOSSOS,  
GAME BOY,  
HE'S MINE  
AND DON'T YOU  
FORGET  
IT!

W. J. M. 11.11.11



YOU SCREW  
THIS UP, I WILL  
PERSONALLY  
SEND YOU HOME  
IN A PINE  
BOX!

I'M A 12TH  
LEVEL TELEPATH.  
THE EMPEROR'S  
PRIVATE  
ACCESSORY.

NOBODY  
TALKS TO  
ME LIKE  
THAT!

NO-  
BOOY!



ONE  
MORE  
TIME.

AS FAR AS  
I'M CONCERNED,  
YOU ARE A  
THIRTEEN-YEAR-OLD  
VIDEO GAME JUNKIE  
WITH A FREAK SHOW  
TALENT AND NO  
SOCIALY REDEEMING  
VALUE. PERIOD.

THAT SLAMMER'S  
MORE DANGEROUS  
THAN ANY GAME YOU  
EVER PLAYED! HE'S  
PROBABLY BRAIN-  
MINED AND YOU  
JUST HAVEN'T  
GONE DEEP  
ENOUGH YET  
TO FIND IT!

I WANT HIM  
MONITORED,  
NOT  
ACCESSED!

IF HE  
ESCAPES,  
EVEN THE  
EMPEROR  
WON'T BE  
ABLE TO  
SAVE YOU!  
GOT  
IT?

YES,  
SIR!

C'MON,  
YOU BULLS!  
I WANT A  
DRINK.

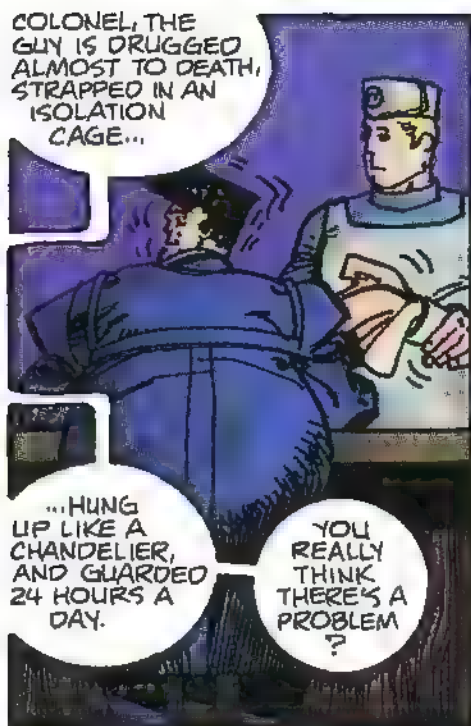
YOU  
THINK  
HE'LL  
STOP,  
SIR?

WASTE OF  
BREATH, REALLY.  
ACCESSORIES  
PRETTY MUCH DO  
ANYTHING  
THEY WANT.

BUT ACCESSING  
A SLAMMER'S MIND  
WITHOUT PROPER  
SAFEGUARDS?  
"VIDIOT" IS  
RIGHT!







COLONEL, THE GUY IS DRUGGED ALMOST TO DEATH, STRAPPED IN AN ISOLATION CAGE...

...HUNG UP LIKE A CHANDELIER, AND GUARDED 24 HOURS A DAY.

YOU REALLY THINK THERE'S A PROBLEM?



ANY LINE SLAMMER IS A REAL PROBLEM, CORPORAL.

BUT THE WHOLE THING LEAVES A CRUMMY TASTE IN MY MOUTH.

IT'S NO WAY FOR A WARRIOR TO GO.



DON'T EVEN THINK IT. THAT'S PHAEDRA OF TEAM NOVA. SHE EATS GUYS LIKE YOU FOR PRACTICE!

THAT'S IT.



I'M OUTTA HERE.

UHHHH.

YOU WHISTLING AT MY COLONEL, MISTER? 'CAUSE IF YOU ARE--



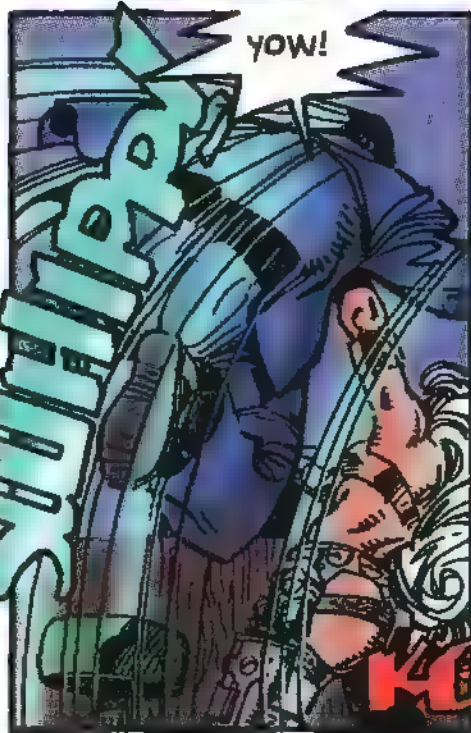
I'LL HANDLE THIS, PRIVATE STARK.

CAN I HELP YOU?



WELL...UH...WHAT I MEAN IS...UH...I JUST WONDERED... UH...HOW'S ABOUT... UH...YOU...AND... UHH...ME...

THAT'S WHAT I THOUGHT. HOW VERY ORIGINAL.



YOW!



ZIPP! ZIPP! ZIPP! ZIPP! KERUUNCH!



SORRY, SIR. DIDN'T MEAN TO STEP OUT OF LINE,

YOU WERE GREAT!

THANK YOU, PRIVATE!

MY SHIFT'S OVER, DUMMY. THAT'LL BE 17 DRACHS FOR THE DRINKS...

...AND 250 FOR THE STOOL.



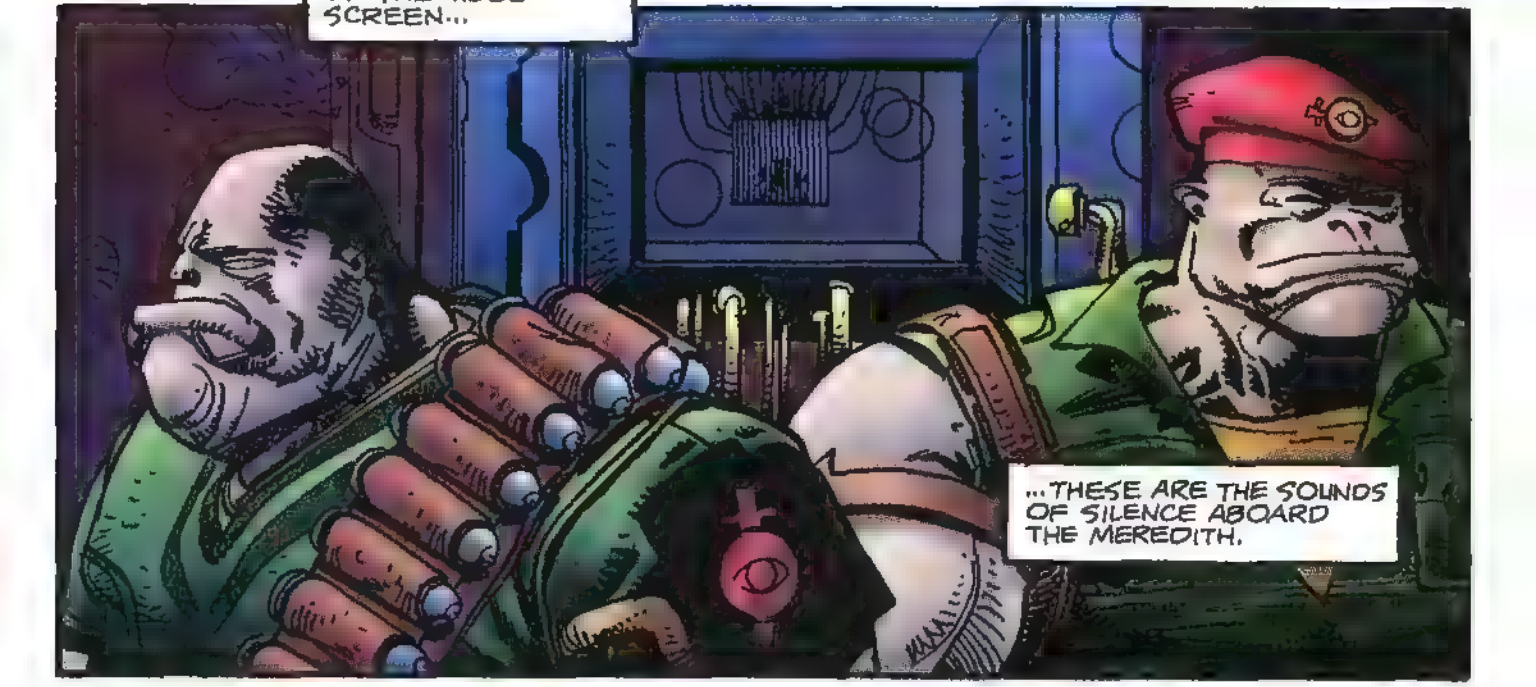


SILENCE.


THE GENTLE  
VIBRATION OF  
THE STAR DRIVE...

...THE OCCASIONAL  
CREAK OF THE  
FLEXING HULL...

...THE SOFT, CRACKLE  
OF THE VIDEO  
SCREEN...



...THESE ARE THE SOUNDS  
OF SILENCE ABOARD  
THE MEREDITH.



EVEN THE SNAP OF THE  
FIRST BREAKING NECK  
DOES LITTLE TO  
DISTURB IT.



NOR DOES THE SOFT  
POP OF THE FIRST  
SHATTERED TEMPLE...



...OR THE  
SECOND  
NECK...



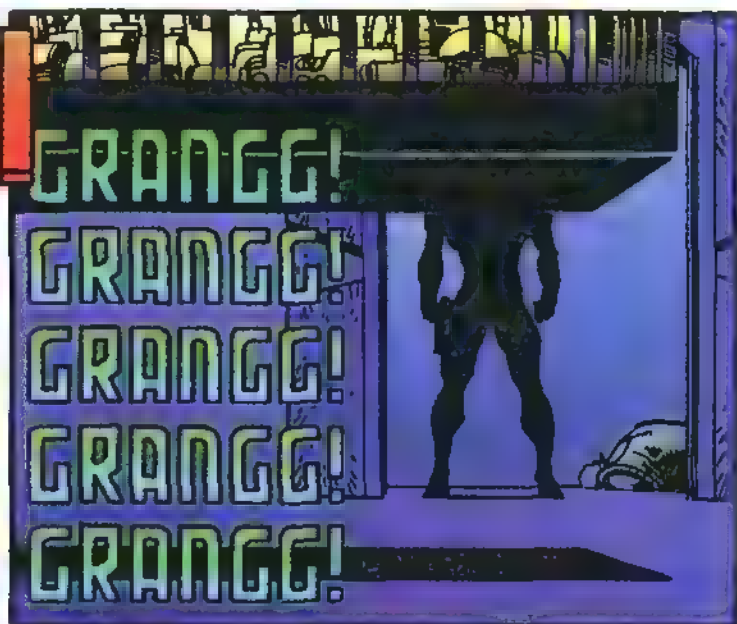
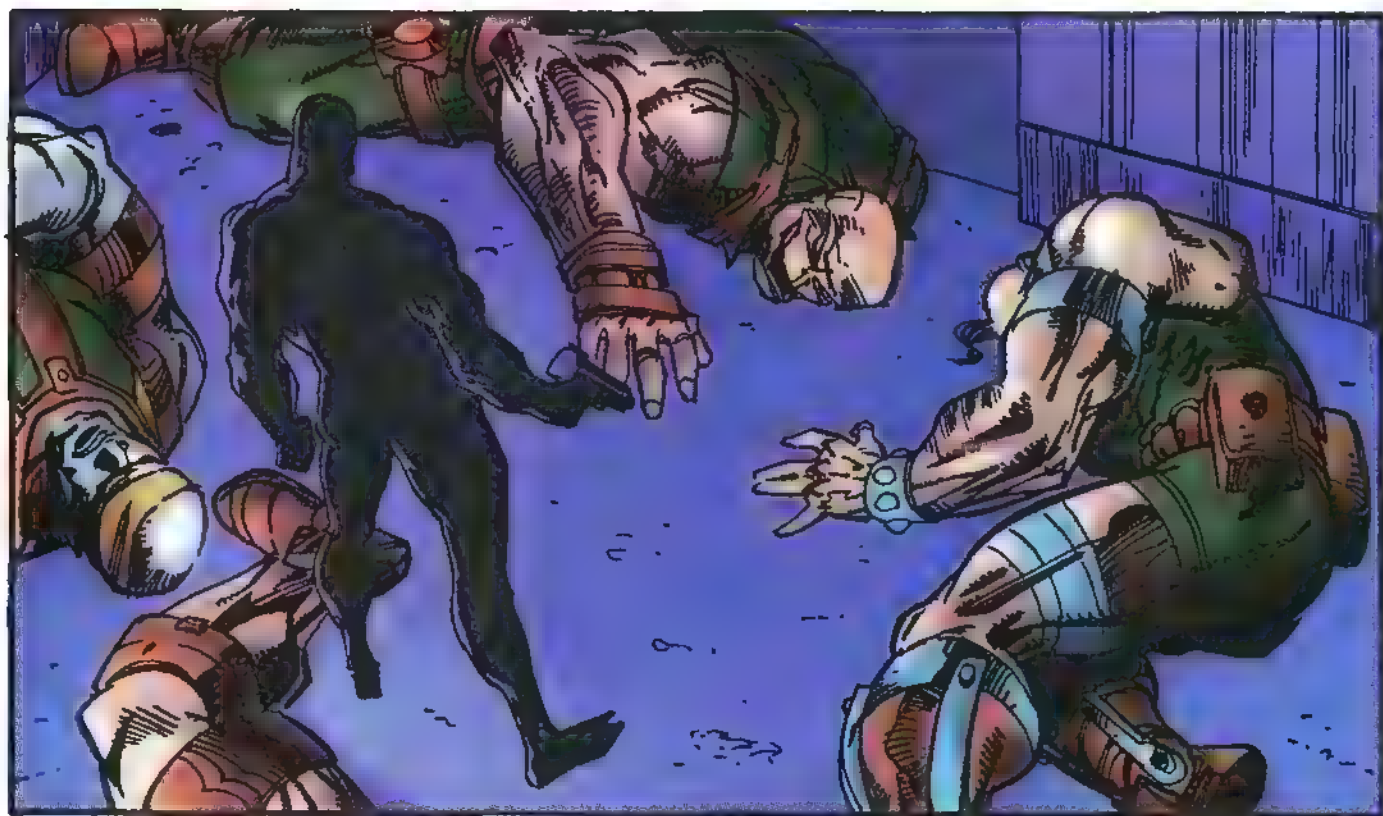
...OR THE  
SECOND  
TEMPLE.



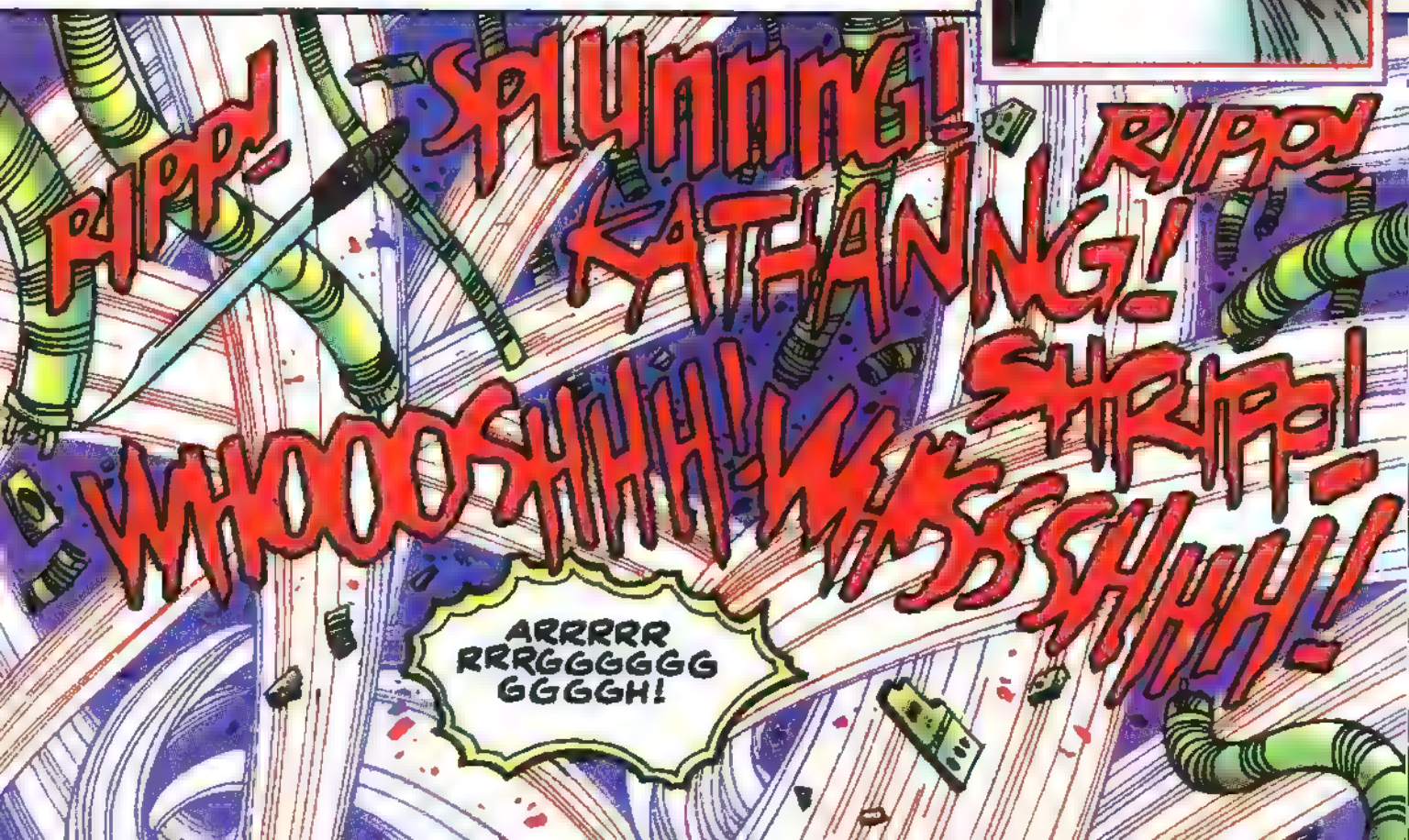
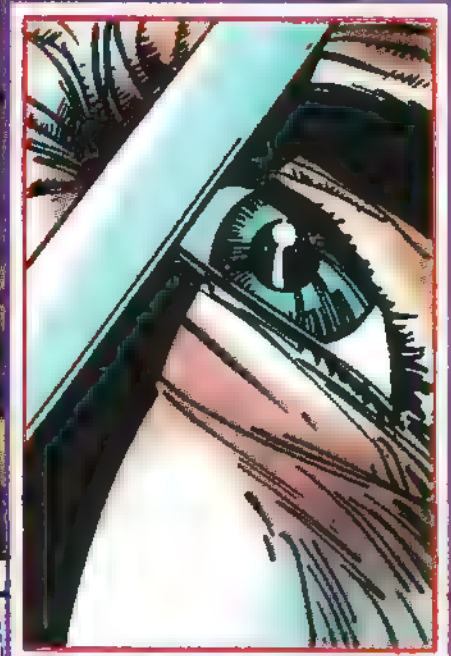
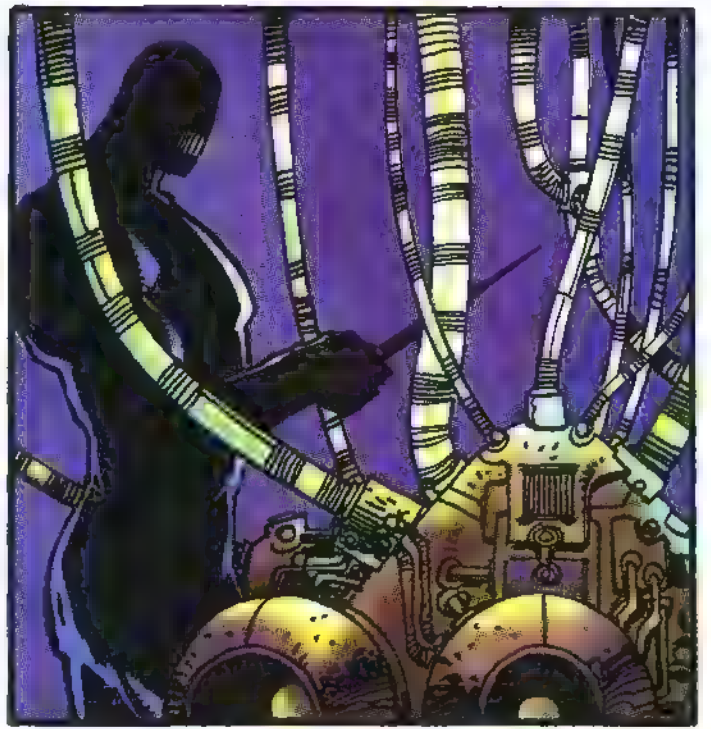
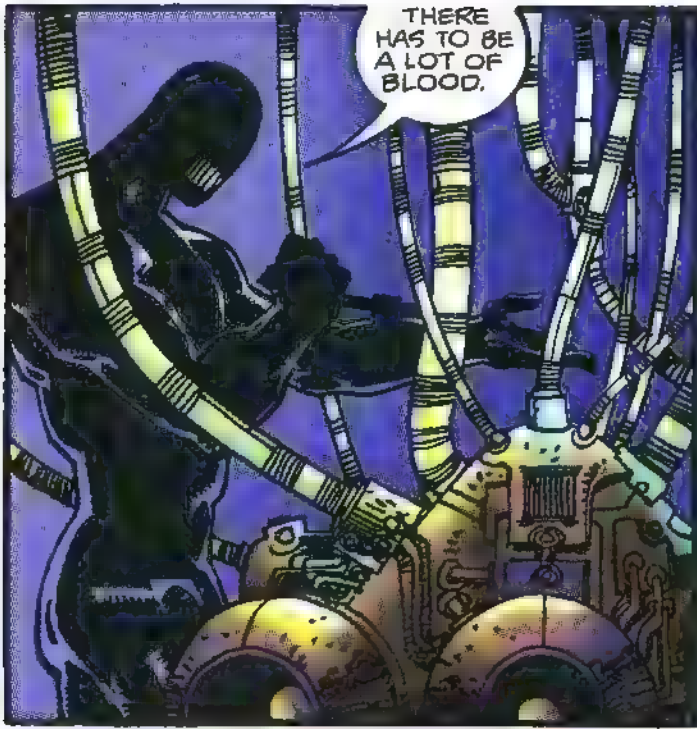
IT'S OVER IN  
SECONDS.















SEVEN BANDITS,  
TEN O'CLOCK  
HIGH



ALL  
RIGHT!  
BATTLE  
COMPUTER  
ON!

RANGE:  
30,000!



SPEED:  
POINT  
EIGHT  
LIGHT.

INTERCEPT  
PLOTTED.

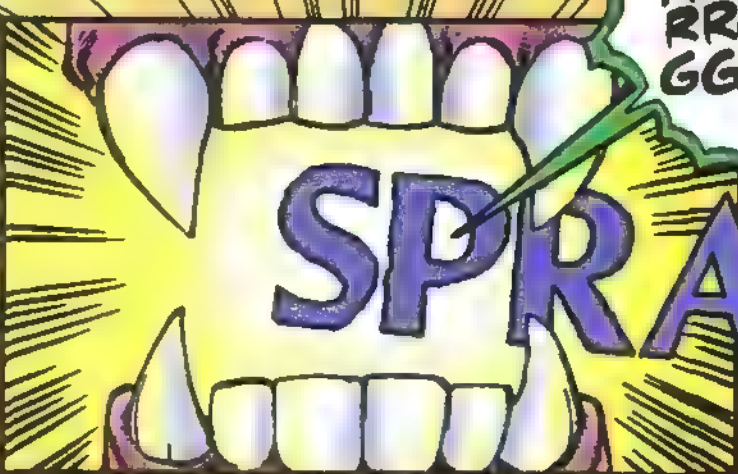
ENGAGE!



WAY  
COOL! IT'S A  
DROPSHIP!  
I LOVE  
THIS GUY'S  
MIND!

TARGET  
LOCK  
ACHIEVED.

AWE-  
SOME!  
NAIL  
HIM!



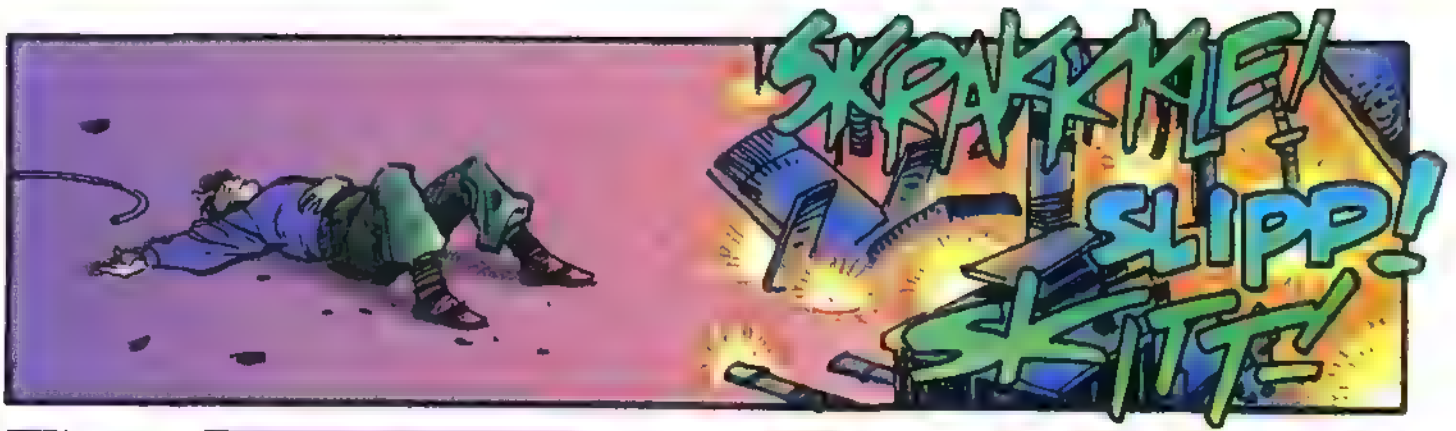
ARRRRR  
RRGGGG  
GGHHHH!



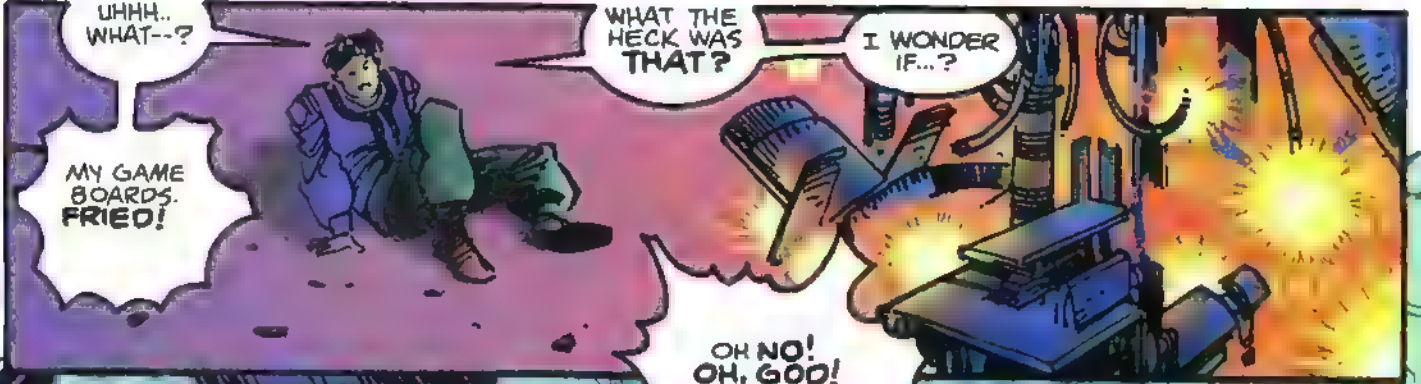
YOWWWW!

KT.





**SKRAKKE!**  
**SLIPP!**  
**SKITTE!**



UHHH...  
WHAT--?

WHAT THE  
HECK WAS  
THAT?

I WONDER  
IF...?

MY GAME  
BOARDS.  
FRIED!

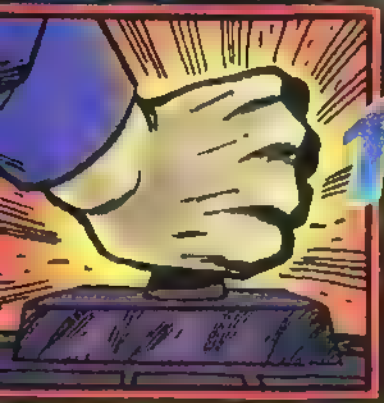
OH NO!  
OH, GOD!  
**NO!**



**JEZUSSS!**  
HE'S NOT  
THERE!

HE'S  
NOT ANY-  
WHERE  
ON THE  
SHIP!

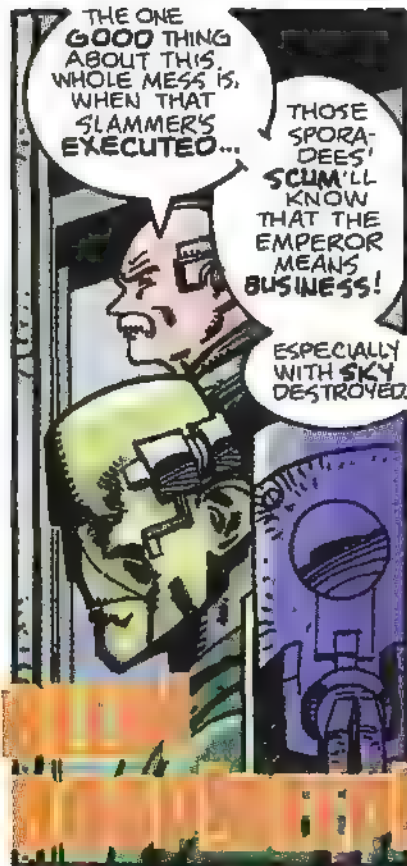
**SHE'S  
GONNA  
KILL  
ME!**



**THWACK!**

**WHOOP! WHOOP! WHOOP! WHOOP!**

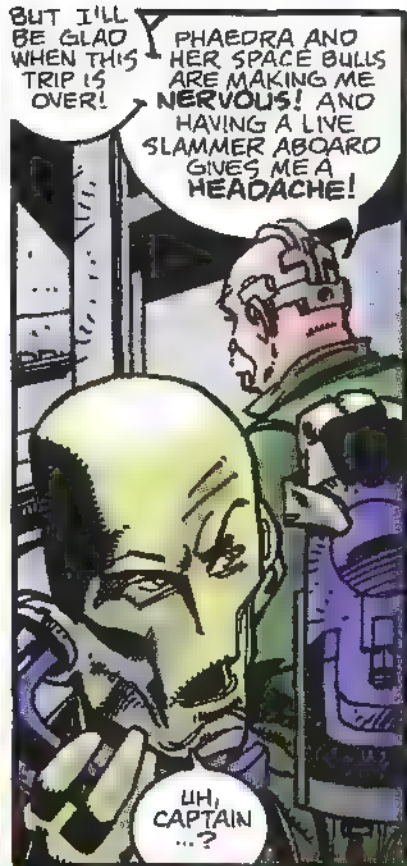




THE ONE GOOD THING ABOUT THIS WHOLE MESS IS, WHEN THAT SLAMMER'S EXECUTED...

THOSE SPORA-DEES' SCUM'LL KNOW THAT THE EMPEROR MEANS BUSINESS!

ESPECIALLY WITH SKY DESTROYED.



BUT I'LL BE GLAD WHEN THIS TRIP IS OVER!

PHAEDRA AND HER SPACE BULLS ARE MAKING ME NERVOUS! AND HAVING A LIVE SLAMMER ABOARD GIVES ME A HEADACHE!

UH, CAPTAIN ...?



"I THINK OUR HEADACHES ARE JUST BEGINNING!!"

THANG!  
THANG!  
THANG!  
THANG!  
THANG!  
THANG!  
THANG!  
THANG!

THANG!

RED ALERT!



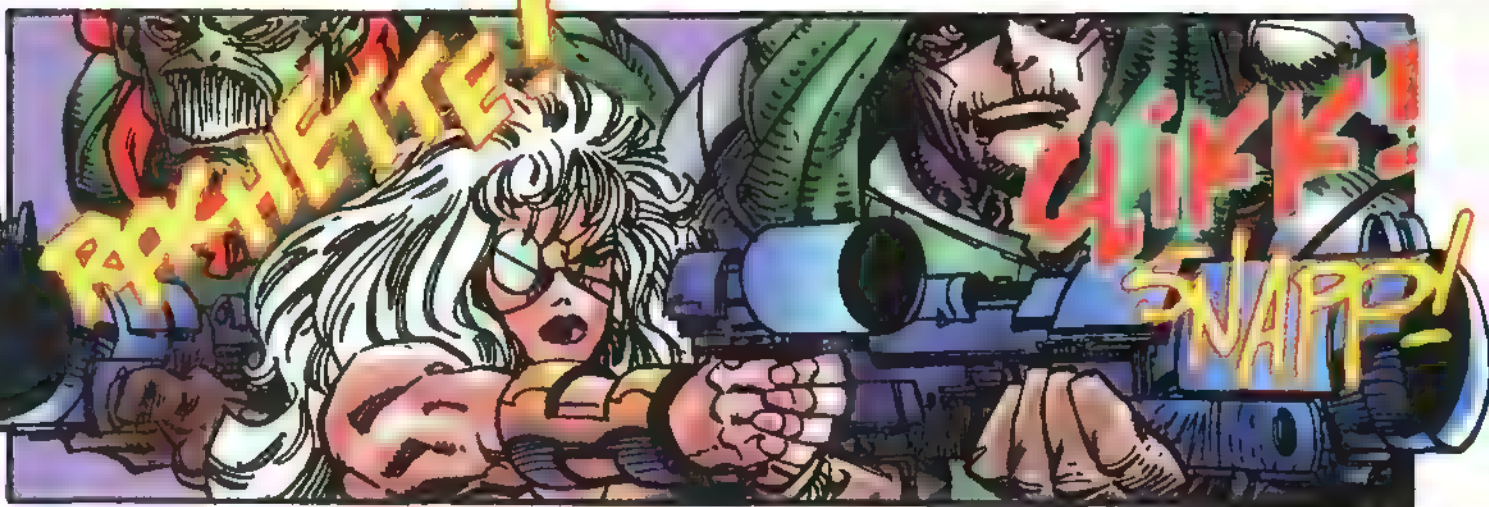
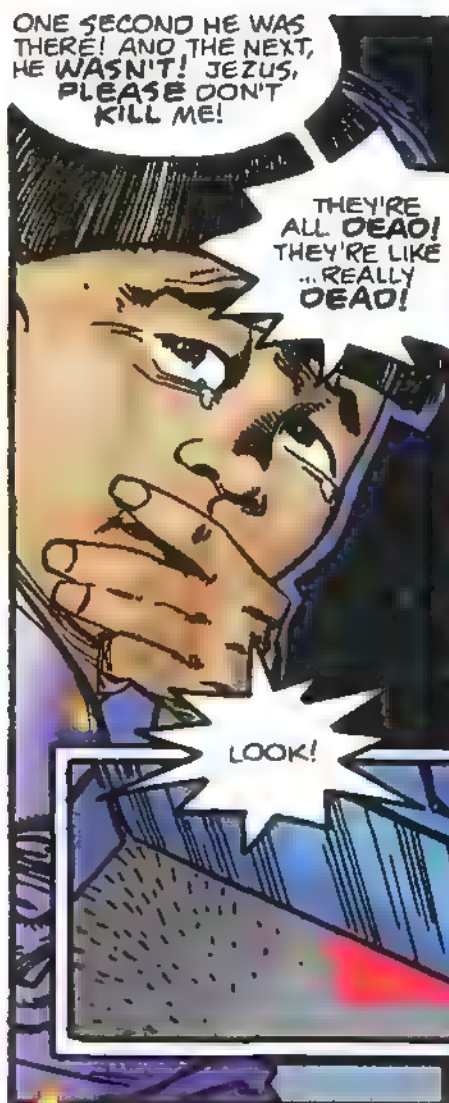
IF THE PRISONER IS GONE, I WILL ROAST VIDIOT ALIVE!

WEAPONS ON KILL!

IF WE'RE LUCKY, WE MIGHT GET A SHOT AT HIM!

THANG!  
THANG!  
THANG!  
THANG!









CHOKER!

GAME'S OVER,  
RENSSELAER.  
THIS IS THE  
REAL THING  
AND IT'S YOUR  
TURN. COME  
HERE.

OH, NO.  
PLEASE,  
COLONEL!

PULL  
YOURSELF  
TOGETHER.

YOU'RE  
GOING TO  
HAVE TO  
ACCESS THE  
BODIES WHILE  
THEY'RE STILL  
WARM.

AS IN  
RIGHT  
NOW!

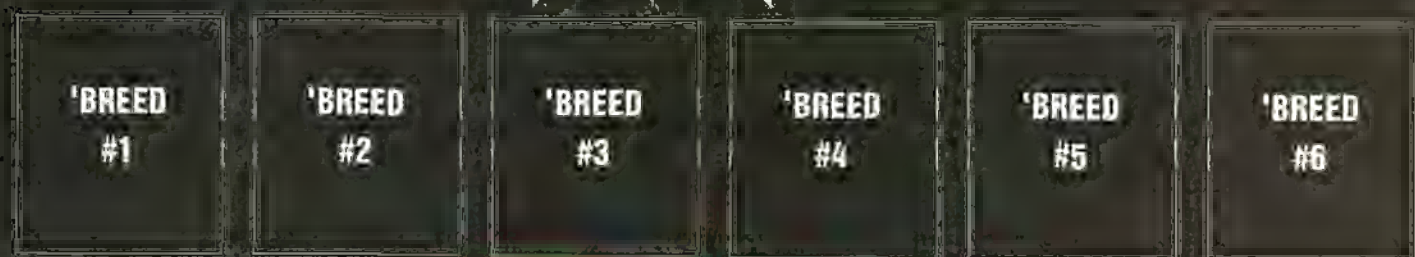
NEXT  
ISSUE - THE EMPIRE

IN WHICH THE DEAD GIVE UP THEIR SECRETS...  
AND THE EMPIRE RECEIVES A BODY BLOW

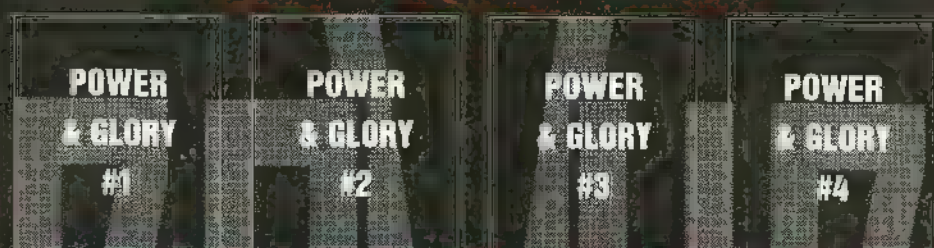


# ARE YOU FAN ENOUGH?

ANNOUNCING THE **BRAVURA™** GOLD STAMP PROGRAM



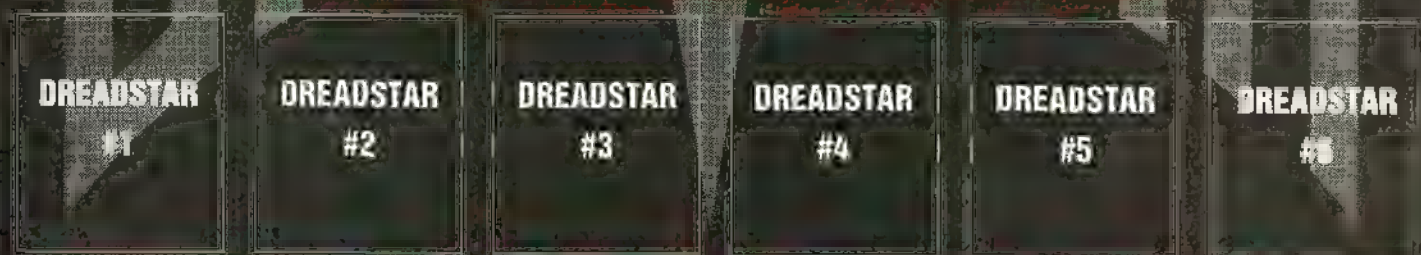
**'BREED' by Jim Starlin**



**POWER & GLORY™ by Howard Chaykin**



**EDGE™ by Steven D. Grant & Gil Kane**



**DREADSTAR™ by Jim Starlin, Peter David & Ernie Colón**



**STAR SLAMMERS™ by Walter Simonson**



Collect Them All To Receive Valuable Bravura  
Comics Including the Rare **BRAVURA #0!**

See back for program information

BRAVURA™ is a trademark of Malibu Comics Entertainment, Inc. 'BREED'™ is a trademark of Jim Starlin. POWER & GLORY™ is a trademark of Howard Chaykin, Inc. EDGE™ is a trademark of Steven D. Grant & Gil Kane, Inc. DREADSTAR™ is a trademark of Jim Starlin. STAR SLAMMERS™ is a trademark of Walter Simonson.



# ARE YOU FAN ENOUGH? HOW TO JOIN THE BRAVURA GOLD STAMP PROGRAM

1. Pick up the official Bravura Gold Stamp Program. They can be found at your local comic shop, in the pages of *Hero Illustrated* and *Wizard*, and in the pages of Bravura titles (*Photocopied cards are also acceptable*.)
2. Remove stamps from the stamp insert found within each participating title: *Breed*, *Power & Glory*, *Dreadstar*, *Star Slammers* and *Edge*.
3. Place each stamp in its designated block on the Program card. Each stamp corresponds to the issue of the title in which it came. *Breed* stamps can only go in the *Breed* tier under the appropriate issue number and so on.
4. Complete one, two, three, four or all five tiers for an amazing array of special edition comic books. Redemption is based on the combination of completed tiers and how many tiers are filled for each particular card.
5. Enter as many times as you like. Program cards may be photocopied. Stamps may not!
6. Mail cards to:  
The Bravura Gold Stamp Program  
P.O. Box 250999  
Glendale, CA 91225-0999
7. There will be a shipping and handling fee of \$4.95 for cards with one or two completed tiers and a shipping and handling fee of \$7.95 for cards with three, four, or five completed tiers. Be sure to include a check or money order made out to Malibu Comics for the appropriate amount. \*For Hawaii residents you must enclose \$10.00, no matter the number of tiers completed. For Canada, you must enclose \$11.00 (U.S. funds money order only) no matter the number of tiers completed. We are sorry, but at this time no orders will be accepted from foreign countries, Alaska or Puerto Rico. If you reside in one of these restricted areas and are interested in participating, please send a letter of inquiry to the P.O. Box listed on this card. **DO NOT SEND CASH!** All returned (bad) checks are subject to a \$15 fee.
8. Make sure your name and address are legible are on your Program card!
9. Bravura Hot Stamps, or wild stamps, will be offered at the beginning and in the middle of the Program. They can be used as wild stamps to replace one and only one of the other stamps. Only one Hot Stamp can be used per card.

## What you receive:

- A) For completing only one of the five tiers (meaning any one of the five tiers is completed, not necessarily the first tier on the card) player wins a silver edition #1 of the completed tier title. So for example, if the *Power & Glory* tier is the only one completed, the player receives a silver edition of *Power & Glory* #1.
- B) The completion of two tiers awards a gold #1 edition of both completed tiers' titles. (i.e. Player has completed the *Power & Glory* tier and the *Dreadstar* tier only. Player would then receive gold editions of *Power & Glory* #1 and *Dreadstar* #1! See how this is going to work?
- C) Completing three tiers awards player silver #1 editions of the completed three tiers' titles—that's three silver #1 editions, plus *Bravura* #0!
- D) Completing four tiers awards gold #1 editions of the completed four tiers' titles. That's four #1 gold edition comic books! But this time the player also receives the very rare *Bravura* #0!
- E) And last but definitely not least, for completion of all five tiers—the whole card—(this means you bought and read every issue of all five awesome Bravura titles) player receives gold #1 editions of all five debut Bravura books plus a signed edition of the *Bravura* #0. That means exclusive gold #1 copies of *Breed*, *Power & Glory*, *Edge*, *Dreadstar* and *Star Slammers* plus *Bravura* #0 autographed by selected Bravura creators!

So go to it! Pick up your cards and copies of Bravura NOW!  
And show us yourself: ARE YOU FAN ENOUGH?!

Name: _____ (Please Print)	
Address: _____ (Street Address Only No P.O. Boxes.)	
City/State/Zip: _____	
Phone: _____	Age: _____
Postage, Handling and Insurance: \$4.95 for cards with one or two completed tiers. \$7.95 for cards with more than two tiers completed. (*Please see #7 above for shipping exceptions.) Please allow 6-8 weeks for delivery	

PLEASE CHECK  
BELOW ALL TIERS  
COMPLETED ON  
REVERSE:

- ☐ BREED  
☐ POWER & GLORY  
☐ DREADSTAR  
☐ STAR SLAMMERS  
☐ EDGE

Void where prohibited by law. All Bravura gold, Bravura silver and Bravura #0 comic books exclusive to the Bravura Gold Stamp Program only.





**A GOOD SOLDIER FOLLOWS ORDERS.  
A GREAT SOLDIER KNOWS WHEN TO IGNORE THEM.**

**FRANK MILLER** ★ **DAVE GIBBONS**

# MARTHA WASHINGTON GOES TO WAR



**THE FIRST SALVO HITS IN MAY.**

**THE WORLD'S GREATEST COMICS!**

Martha Washington Goes to War™ & © 1994 Frank Miller and Dave Gibbons. Legend™ & © 1994 John Byrne, Inc. and Frank Miller, Inc. Legend™ icon art created by Mike Mignola. Dark Horse Comics® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. The World's Greatest Comics™ & © 1994 Dark Horse Comics, Inc. All rights reserved.



# Star Slammers<sup>TM</sup>



- **Created, written, and illustrated by Walter Simonson**
- **5-issue mini-series**
- **Full color**
- **Participant in the Bravura Gold Stamp Program**
- **First issue: May 1994**

**“There are a lot of things I can do with the storytelling and a lot of it hasn't been done before.”**

**—Walter Simonson, creator of STAR SLAMMERS**

**BRAVURA**

*Shaun McLaughlin: Tell us about Star Slammers.*

Walter Simonson: Once upon a time there was a race of men who could out-shoot, out-fight, and out-kill anybody. They were paid fabulous sums to act as mercenaries. The practice became so lucrative, they decided to go into business. They became the most successful businessmen in history and they called themselves...The Star Slammers. They go out and they kick butt and take names and they do it for money.

*Mac: They take names?*

Simonson: Well, they have to. They want to make sure they're nailing the right guys. They don't want to go out and shoot people indiscriminately. If you're a mercenary, your rep depends on your doing the job properly. My idea of the Slammers is a sort of Spartan military organization that keeps itself going through the discipline of military life.

*Mac: What happens in this new Bravura series?*

Simonson: The original graphic novel I did for Marvel focused on the Slammers as a group entity. It was really a partial origin story. This new Bravura series takes place a thousand years after the graphic novel, when the Star Slammers are a growing concern. I focus on one particular character, Rojas, and his adventures in bad-guy land. Other Slammers will appear in flashback to cover where Rojas comes from, and how he and his folks fit into the galactic scheme of things. The essence of this story is that Rojas is the first Star Slammer ever captured alive.

The Slammers are hired to run a strike-and-sweep operation against a small, pretty remote, galactic empire. Real backwater stuff. Due to the vagaries of chance, and perhaps because he's not quite as sharp as he once was, Rojas finds himself an awfully long way from home without any allies. But at the same time, since he's been around the block more than once, he's a pretty canny guy and I figure with one Slammer in

an entire starship of enemies, the odds are about even.

*Mac: After working on more traditional super-hero stories, what attracts you to a series like Star Slammers?*

Simonson: I'm just looking for a good story. I'm working in a slightly different genre than, say *Thor*, but both super-heroes and science fiction, as genres, really appeal to me and I don't think I'd be able to sort out which one I like better. Mainly, it's just stories that I want to tell.

One of the things I visualize with *Star Slammers* is a certain quality of graphic inventiveness that's possible in a science fiction story, but not necessarily possible in more traditional super-heroes. I touched on it some in *The Fantastic Four* with a little op-art touches, xerography and such. There are a lot of things like that I think I can do with the storytelling and a lot of it hasn't been done before. For some reason I seem more able to liberate myself graphically in science fiction than in traditional comics.

*Mac: Do you think Star Slammers will appeal to people who followed your super-hero comics?*

Simonson: I think it will. After all, it's just me. In some ways *Thor* was rather traditional in terms of storytelling and graphics. *The Fantastic Four* was a little more oddball. In *Star Slammers* I'd like to go one step further and push the graphics beyond where *The Fantastic Four* was. I don't think it'll be a rude shock for the reader. I'm not talking about abstract storytelling. I'm talking about using graphics to enhance the story.

*Mac: There's always a lot of comedy in your work. Will this show up in Star Slammers?*

Simonson: Most of the stuff I do has an attempt to underpin it with humor. I'm not really able to write the dark gritty stuff as effectively as some of my friends do. Somehow, when I'm writing, that's not the side that appeals to me. I do find there's an element of humor in the characters that I



really enjoy and I don't expect that to be any different with *Star Slammers*.

*Mac: I understand that you were key in putting Bravura together. The word "Dinosaur" kept coming up in conversation.*

Simonson (laughs): I don't know if "key" is the right word. I just made as many phone calls as anybody else, probably second to Harris (Miller) and Dave (Olbrich). "Dinosaur" was a series of guys who went to a company to talk about an imprint. Elements of "Dinosaur" wound up becoming the Legend group. It was through our mutual attorney, Harris M. Miller II, that Chaykin, Starlin, Jurgens, Brereton and Grant wound up talking to Malibu at the same time. The idea of doing a creator-owned line through Malibu became appealing. I'm just happy it worked out.

*Mac: What's the actual creative process when you're writing and drawing?*

Simonson: I do my own stuff Marvel-style. I do a plot for the whole series. Depending on how complex it gets, I may plot it out on a grid. Then I sit down and do individual plots for each issue. From the plot I do thumbnails. From the thumbnails I do a full script. The thumbnails allow me to stay very loose with the drawing, but still have an idea of what I want visually when I'm scripting. Then I go to full-size layouts and I get the layouts lettered. After that I tighten things up.

*Mac: What's a workday like for you?*

Simonson: It's a work period, not a work day. I'm one of those shiftless freelancers you hear about. The first week I goof off, lie around, type a little here and there. By the end of the first week I have a plot. By the second week I get some thumbnails done and some scripting. By the third week, I seriously think about doing some pencilling. By the fourth week I'm a runaway locomotive coming down a hill at ninety miles an hour with a full load of coal behind me. Nothing stops me. Pages go flying out of the studio. It's cyclical like that.

*Star Slammers #1 ships in May, 1994. For more information on Star Slammers see The Malibu Sun #36.*



## WALTER SIMONSON

Walter Simonson has been "that new guy Simonson" two or three times in the past twenty years and is hoping to be "that new guy Simonson" again with *Star Slammers*. His credits include *Dr. Fate*, *Manhunter* (with Archie Goodwin), *The Fantastic Four*, *Thor*, *Alien*, *Robocop vs. The Terminator*, *Cyberforce*, and *Jurassic Park*. He is sure that in any list of his credits, he's leaving out someone's favorite comic book. For *Bravura*, Simonson will be writing and illustrating *Star Slammers*. Simonson is a *Bravura* founder.

**"Walter is a top grade artist/writer."**

**—VANTAGE MAGAZINE**

**"Star Slammers kick butt, take names, and do it for money."**

**—Walter Simonson, creator of STAR SLAMMERS**





## DAN'S DOGMA

I'm sure you've seen my name floating about the more recent Bravura titles. About now you're probably asking, "Hey, who the heck are you?" With Tom Mason taking off to the Big Marketing Department In The Sky, someone had to take on the challenge of filling those huge shoes. I'll leave you to fill in the blanks.

But all that stuff takes a back seat to the big news for this month—Walter Simonson's *Star Slammers*! That's right, the eagerly anticipated first issue is in stores this month. If you remember how quickly all the other Bravura titles blazed off the shelves, then you better make certain to reserve your copy early!

As to the new name of this section, I know it doesn't quite roll off the tongue like "Tom's Tidbits," but the blame should fall to my parents for giving me the name they did. In any event, I'm open to suggestions on what to name this little soapbox from the corner of my mind, so please, send in all your witty retorts!

—Dan Danko

## CREATOR'S CORNER

In typical interviewer fashion, Bob Sodaro was able to sequester Walter Simonson in a phone conversation and get some answers out of him concerning *Star Slammers*.

Sodaro: The new *Star Slammers* is going to be a limited series, right?  
Simonson: The first story-arc will cover five issues. My original idea

for the *Slammers*, going back to the very beginning was—and this is the science fiction influence, I suppose—in the reading I had done that I had liked probably Cordwainer Smith, *The Instrumentality of Mankind* stories and probably the *Heinlein Futura History* to a certain extent. These stories were done as chronologically progressing stories over a very long timeline. Cordwainer Smith covered thousands of years. It isn't from year one to year five thousand, it's short stories and I guess one novel, that are dropped in along this timeline here and there, occasionally referring back to earlier stories. The stories themselves stand alone, but overall they give you a picture of this history of mankind in the far-flung future. Heinlein's *Future History* stories do the same thing, and I found that very appealing. Also I was, and remain, a big fan of *The Lord of the Rings*. *The Lord of the Rings* represents a very tiny segment of time in the phenomenally-detailed history of Middle Earth. Tolkien obviously had a great deal of stuff along this timeline that he had worked out very carefully. I think that the conception appealed to me, the idea of having a lengthy period of time to play with. Future *Star Slammers* stories, maybe other Rojas stories, may be stories of other times and other places, over this five, ten-thousand year span.



Simonson self-portrait

## BRAVURA WATCH

Bravura keeps on going and going. Here's a short list of what you can look for to stay up on some of the best creators in the business.

### ▼ 'Breed #5

(May 1994)

Jim Starlin's sold-out mini-series lays it all on the line as Raymond and Rachel face their biggest tests ever!

### ▼ Power & Glory #4

(May 1994)

Gorski can't really be dead...can he? Howard Chaykin continues the stunning storyline of a hero who just looks like one and a man just trying to do his job.

### ▼ Dreadstar #2

(May 1994)

Kalla Dreadstar ventures into space with Teuton and the Lord Papal only to find more of the members from her father's band. The possibilities suddenly seem endless.

### ▼ Star Slammers #1

(May 1994)

Here at last, here at last, Walter Simonson's eagerly anticipated *Star Slammers* series finally hits the stand. Pick one up and see what all the hubbub is about.

### ▼ Bravura Gold Stamp Program

(on-going)

And don't forget that the Bravura Gold Stamp Program is still in progress, all 'Breed, Power & Glory, Dreadstar, Star Slammers and next month's *Edge* books participating. Collect your stamps, fill up your tiers and win, win, win!

## BRAVURA FOUNDERS

Daniel Brereton • Howard Chaykin • Steven D. Grant • Dan Jurgens •  
Gil Kane • Walter Simonson • Jim Starlin

Representation: Harris M. Miller II

**MALIBU COMICS ENTERTAINMENT, INC.** Scott Rosenberg: President. Publisher: Dave O'Brich. Editor-In-Chief: Chris Ulm. Creative Director: Tom Mason. **MALIBU EDITORIAL:** Senior Editor: Dan Danko. Line Editor: Hank Kanalz. Editors: Roland Mann, Mark Paniccia. Associate Editor: Kara Lamb. Assistant Editors: Phil Crain, Eileen Eldred, Steve Lowry. **MALIBU DESIGN:** Art Director: Jim Chadwick. Art Consultant: Jerry Bingham. Design Editor: Kim Scholter. Designers: Edgar Carlos, Anne Chien, Jennel Cruz, Bruce Lewis, Ty Rulli, Jennifer Schellinger. **MALIBU ART DEPARTMENT:** Senior Artist: Tim Eldred. Senior Inker: Larry Welch. Artists: Albert Deschesne, Jason Levine, Patrick Owsley, Scott Reed. **MALIBU COLORING:** Coloring Department Management: Mike Giles, Lydia Nomura, Eric Olive. Senior Colorists: Albert Calleros, George Cox, Chris Young. Color Designers: Moose Baumann, Keith Conroy, Tim Divar, Mickey Rose. Color Groups: Foodhammer, Violent Hues, 'Bu Tones. **MALIBU IMAGESETTING:** Computer Graphics Manager: Edd Hendricks. Imagesetting Manager: Richard Dodson. Output Technicians: Joe Gaines, Bill Johnson. **MALIBU MARKETING TEAM:** Diane Botta, Andrew Cosby, Kimberly Curry, Elliott Harvey, Alan J. Payne, Ross Richie, John Riley, Donna Sava. **MALIBU FILMS:** Ken Daurio, Darren Doane, Larry Gitlin, Nikki O'Neil. **MALIBU FINANCE:** Chief Financial Officer: David Penner. Accounting Manager: Kirk Patterson. Accounts Payable: Sherri Castonguay. Accounts Payable Clerk: Tom Chan. Accounts Receivable: Carolyn Ferrari. Accounting Clerk: Rob Sutherland. **MALIBU ADMINISTRATION:** Business Affairs: Michael Yanover. Manufacturing Manager: Eric Senna. Circulation: Greig McGinness. International Rights: Christine Jensen. Newsstand Sales: Anna Corsi. Senior Counsel: William E. Maguire. Contracts Administrator: Joy Kennedy. Systems Administrator: Glenn Bell. Executive Assistant: Carol Seymour. Office Manager: Mike Burdick. Personnel Director: Andrea Kosinski. Special Sales & Acquisitions: Gerry Kline.





**THE BRAVURA ASHCAN EXCLUSIVELY  
AVAILABLE AT THE FOLLOWING  
GEC SHOWS...**

**JUNE 5  
CHICAGO, IL**

Hyatt Regency Woodfield  
1800 E. Golf Rd.  
off Rte. 53N.

**JUNE 5  
PITTSBURGH, PA**

Sheraton at  
Station Square

**JUNE 5  
SAN FRANCISCO, CA**

Holiday Inn  
Golden Gateway  
1500 Van Ness Road

**JUNE 12  
MINNEAPOLIS, MN**

Marriot Bloomington  
I-494 at Cedar Ave.

**JUNE 12  
ST. LOUIS, MO**

Holiday Inn  
Linbergh Exit  
off I-70

**JUNE 12  
MIAMI, FL**

Crown Sterling Suites  
Miami Intl Airport  
N.W. South River Drive

**JUNE 26  
BOSTON, MA**

57 Park Plaza Hotel  
200 Stuart Street

**JUNE 26  
DENVER, CO**

Holiday Inn  
I-70 at Chambers Rd.

225 Everitts Rd, Ringoes, NJ 08551-1610  
PH# (908) 788-6845 - Fax# (908) 806-8409

**MALIBU COMICS PRESENTS THE**

**BRAVURA™**

**ASHCAN!**

**DEBUTING EXCLUSIVELY  
AT THE**

**NEW YORK  
COMICON  
JUNE 4&5**

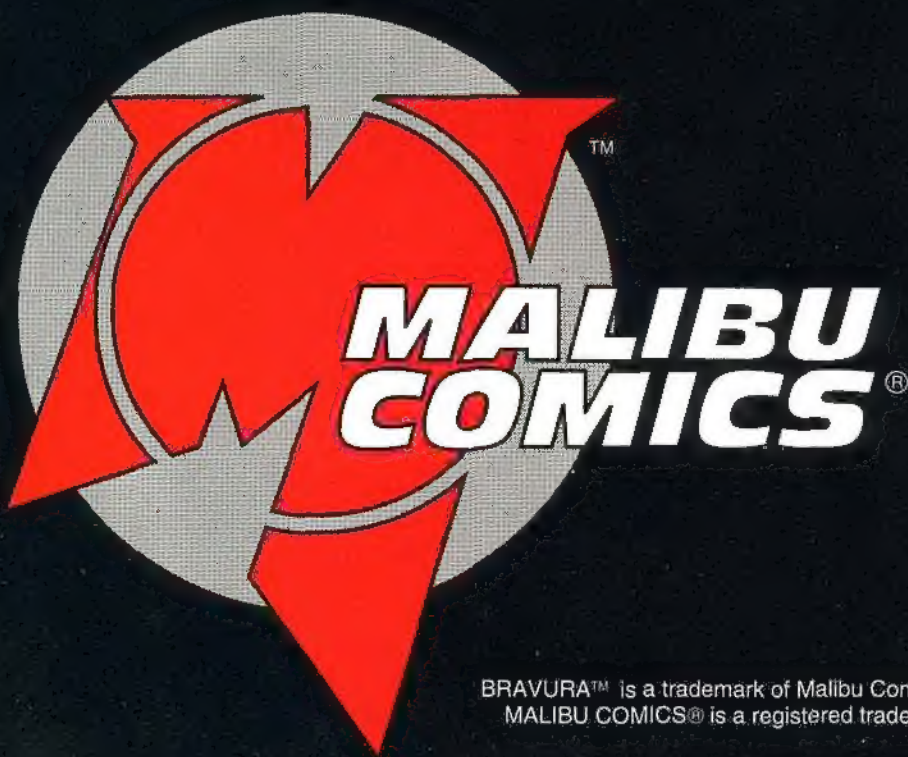
**Sheraton New York  
HOTEL & TOWERS  
Seventh Ave, at 52nd St.**

**WITH BRAVURA  
CREATORS-  
HOWARD CHAYKIN,  
"POWER & GLORY"  
WALTER SIMONSON  
"STARSLAMMERS"  
& JIM STARLIN  
"BREED", "DREADSTAR"**



# BRAVURA™

**bra • vu • ra**  
**(bruh vyoor-uh)**  
**a show of daring**  
**or brilliance**



BRAVURA™ is a trademark of Malibu Comics Entertainment, Inc.  
MALIBU COMICS® is a registered trademark of Malibu Comics  
Entertainment, Inc.